QR 1

Thousands of heads rise, feel the wind. You are scented! Seen! To them, you are fresh meat, after possible weeks of starving. There is a scream, composed of innumerable screams, sharper than the howl of a saw attacking a bar of iron, and in the one motion, every rat leaps to attack the tower!

You must leap back, close the door leading to the gallery, descend the stairs, and shut every window tightly.

(Go to **window**.)

QR 2

 A few millimeters of glass, luckily very strong, separate your faces from their gleaming, beady eyes, their sharp claws and teeth. Their odor fills the tower, poisons your lungs, and rasps your nostrils with a pestilential, nauseating smell. And there you are, sealed alive in your own light, prisoners of a horde of starving rats.

With the coming of darkness, you light the light and the turning beam completely maddens the beasts.

Blind the rats with the light, so they will fall into the sea.

(Find the **lantern (lamp),** light it, and blind the rats.)

QR 3

The rats keep coming! There is only one thing left to do. After debating all of the ninth day, you decide not to light the lantern tonight, so you and your comrades leave the lantern room and head downstairs to the gallery. This is the greatest breach of service, never committed as long as the tenders of the light are alive; for the light is something sacred, warning ships of danger in the night. Either the light gleams, a quarter hour after the sun goes down, or no one is left alive to light it.

(Turn out the light and head for the **gallery**.)

QR 4

The island is almost Six Skelton Key. The rats infiltrate the window.

You battle the horde of maddened rats which flow through the gaping window. They bite, you strike them down– and retreat. You manage to escape to the lantern room. But you are bleeding from innumerable bites, clothes shredded, sprawled across the trapdoor in the floor of the lantern room – without food or drink.

(Go to the **stairs** to the lantern room.)

QR 5

Your failure to light the lantern has been noticed from the mainland, and as dawn is breaking the patrol is there, to investigate why your lantern is not shining. Seeing the rats running in and out of the tower through the door and the windows, those on the ship decide that you have perished.

(Find the **Morse Code book** and send an SOS.)

QR 6

The patrol ship has understood your position, how you cannot get rid of the rats. The signal man from the ship quickly spells out:“Don’t give up, hang on a little longer! We’ll get you out of this!” The ship turns and steams at top speed for the coast, leaving you little reassured. You have to spend another night in your prison. One comrade is sitting on the floor, babbling about skeletons. The other is unconscious from his wounds. You are in no better shape--flaming with fever.

(Drag yourself to **the pail** to dip out some water for your friends.)

QR 7

The next day a tugboat, accompanied by a fireboat, comes from the mainland with a huge barge in tow. Through your glasses, you see the barge is filled with meat. Your besiegers desert the rock, swim out and boarded the barge reeking with the scent of freshly cut meat. The tug drags the barge about a mile from shore, where the fireboat drenches the barge with gasoline. A well placed incendiary shell from the patrol boat sets the barge ablaze and bombards them with shrapnel from a safe distance. What the fire and shrapnel don’t get the sharks finish off.

(Go and play the **corn hole game** to lure the rats away.)

QR 8

By nightfall you and your friends are in the hospital in Cayenne. You are determined to return to your post once your wounds have healed.

(Return to **Provisions** to receive your reward for surviving.)